# **Project Plan Instructions**

**Group 5** - Kim Gyeongjin, Kim Yejin, Song Jihye, Jang Yoona

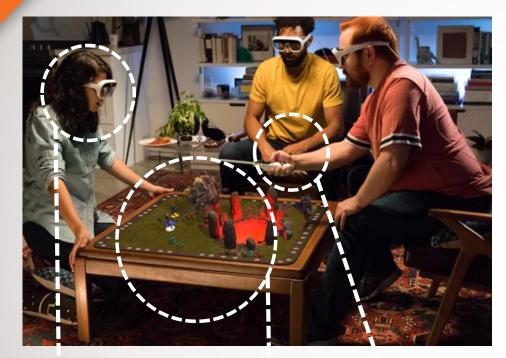
### **Motivations**

Even if we **don't have cards or board games we can play with** right away, using AR technology, wouldn't we be able to play games **with our cell phone anytime**, anywhere?



In reality, we don't have a game card but we can enjoy the game by **adding a card image** on top of something like white papers.

### **Similar Existing Project - Tilt Five**



Classes
The Tilt Five glasses project holograms that only you can see.

Cameboard
The Tilt Five gameboard is your window into the holographic world.

Wand
The Tilt Five wand allows you to interact with the holographic realm.

New board game using AR technology

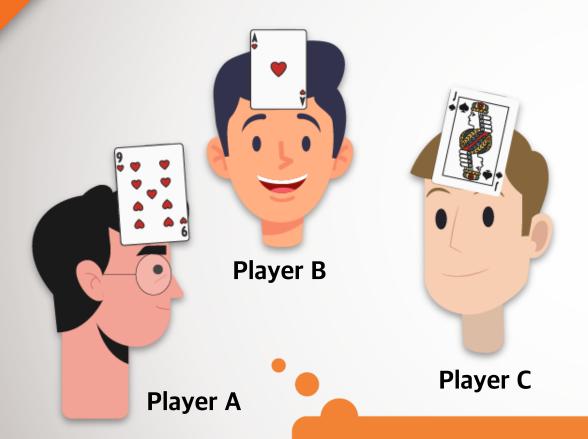
More vivid through 3D graphic

There are many preparations for AR board games and they are expensive equipments.



Different from our desire to play games **anytime**, **anywhere** if we have just the players and devices like smartphone.

After meeting, we made a goal of providing "AR Indian Poker" game service.

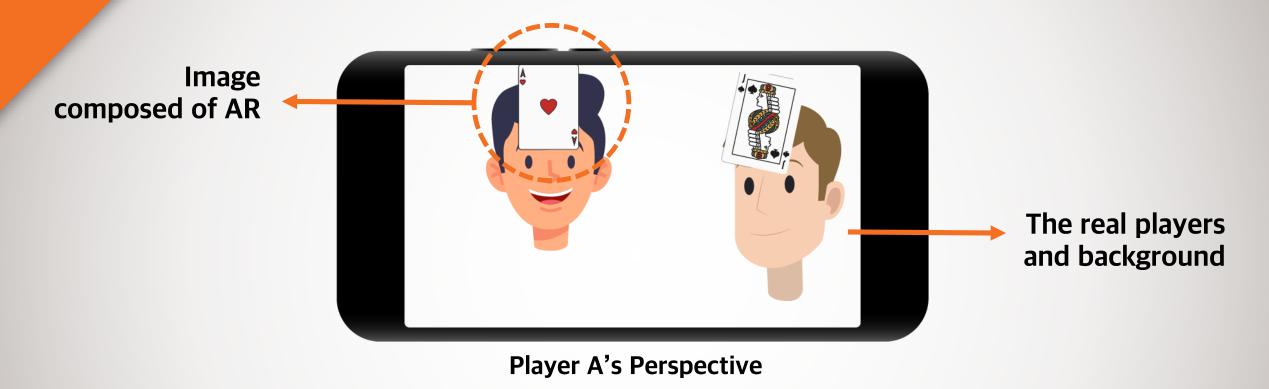


#### **Rule of Indian Poker**

- 1. Each player takes one card and puts it on his forehead at the same time.
- 2. The player decides whether to call or die while only the number of the opponent's cards is known.
- 3. Players who have not decided to "die" will reveal their cards to decide the final winner.

The number of card C has is large, so I have to make him choose "die".

If we apply AR technology to this game...



The game program plays the role of a dealer who divides cards.

Each player has his or her own device and is looking at the other player.

It will provide roulette or dice functions to determine the order the players will choose "die" or "call".

### **Work Division**

- Scripting Kim Gyeongjin, Kim Yejin, Jang Yoona
- Graphics Song Jihye

\*The division of work will be increasingly subdivided as needed as the project progresses

### **Tools for our project**

- Unity
- Git

## **Schedule**

Plans	Project Period(week)						
	1	2	3	4	5	6	7
Idea pitch, first plan							
Meeting for Scenario							
Prototyping plan							
First prototype							
Detailed development							
Final presentation							